

Robs Code

Finds task 'collect crystal X,Y'

Finds unit 'N' that can do task.

Sets up new message "Assigned task collect crystal ^{crystal pos} X,Y ^{unit} N "
set the assigned flag on event 'collect crystal'
? Flag 'unit assigned' to task 'Z'

Tonys Rtn

Reads message 'assigned task collect crystal X,Y,N'

Reads P.T.L file

Gets 'move to'

Assigns new task 'Move to' X,Y for unit 'N'

('Collect crystal' still in task list as assigned but not started)

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**  
PROGRAM LOOPS AROUND UNTIL MAN IN X,Y POSITION  
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Robs Code

Finds task 'move to X,Y' completed

Sets up new message 'completed move to X,Y'

Remove from task list the task 'move to'

Tests current position 'Check block X,Y' ;always does after task completed.

Finds task 'collect crystal' (It is assigned but not started so he can allocate it)

Sets up message 'completed collect crystal X,Y,N'

Sets 'Collect crystal' task to assigned and started, unique unit number.

Tonys

Reads the message list

P.T.L of completed 'move to X,Y' does nothing

P.T.L of 'completed collect crystal X,Y,N'

Sets new task 'crystal to refinery' for unit 'N'